

Figure 1
(prior art)

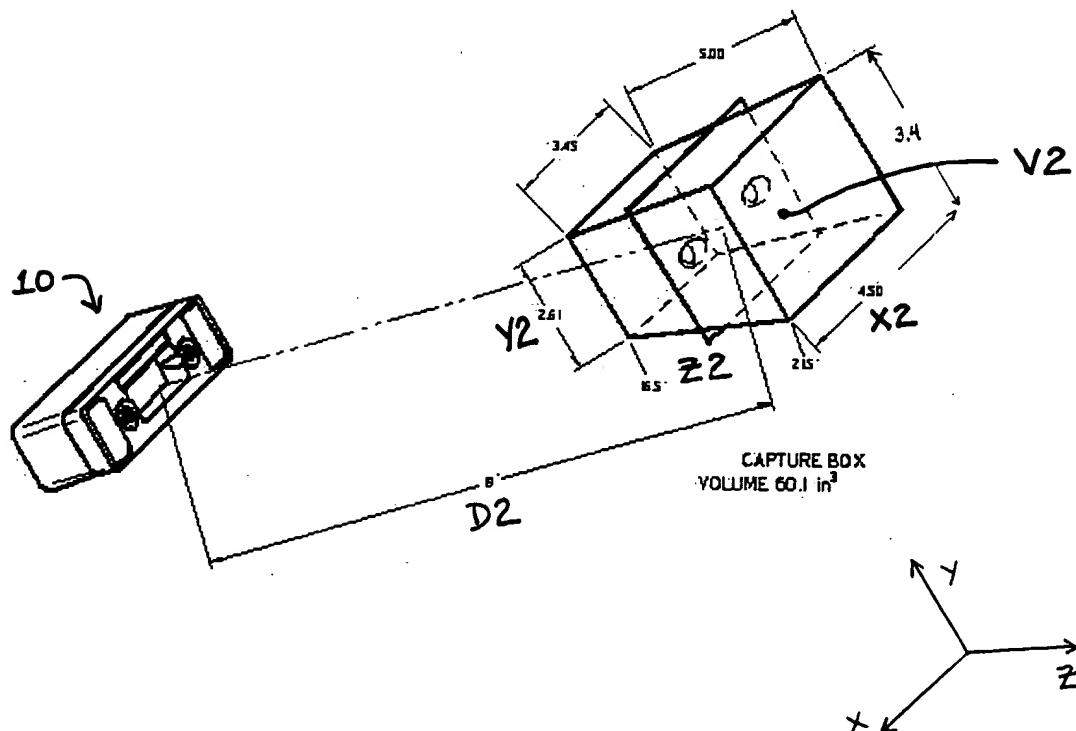


Figure 2

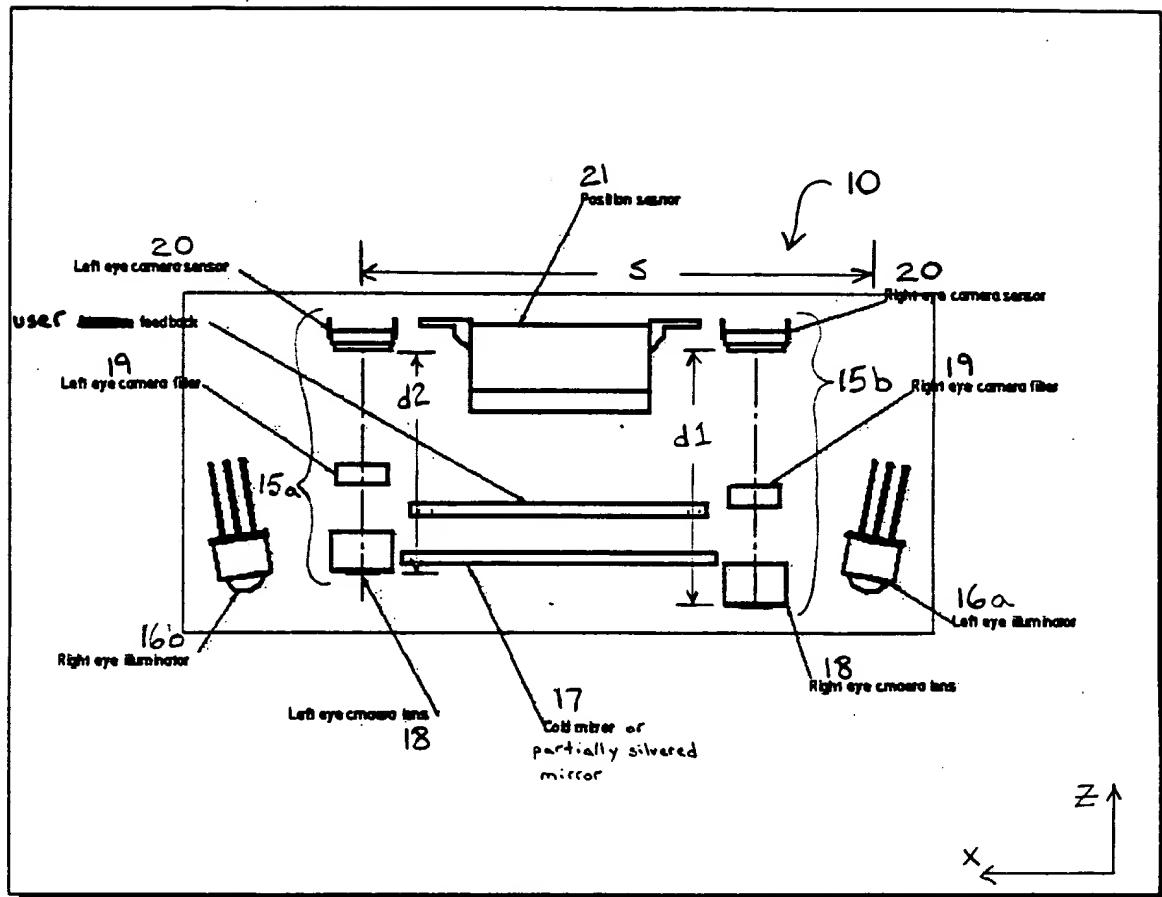


Figure 3

Figure 4A

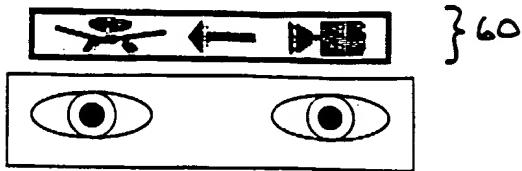


Figure 4B

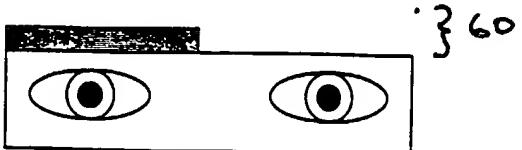


Figure 4C

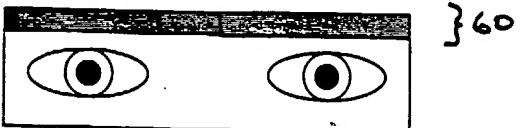


Figure 4D



Figure 4E

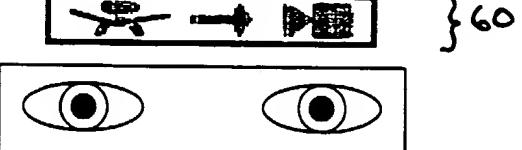


Figure 4F

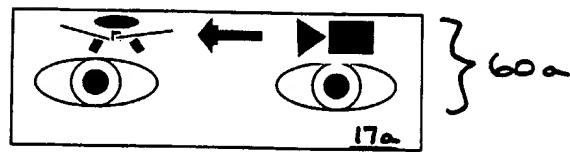


Figure 4G

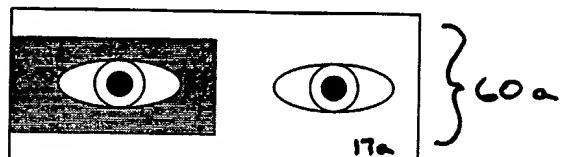


Figure 4H

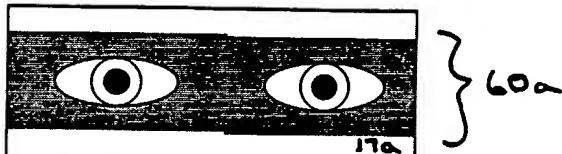


Figure 4I



Figure 4J

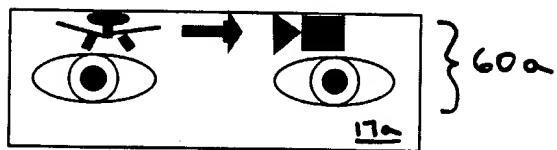
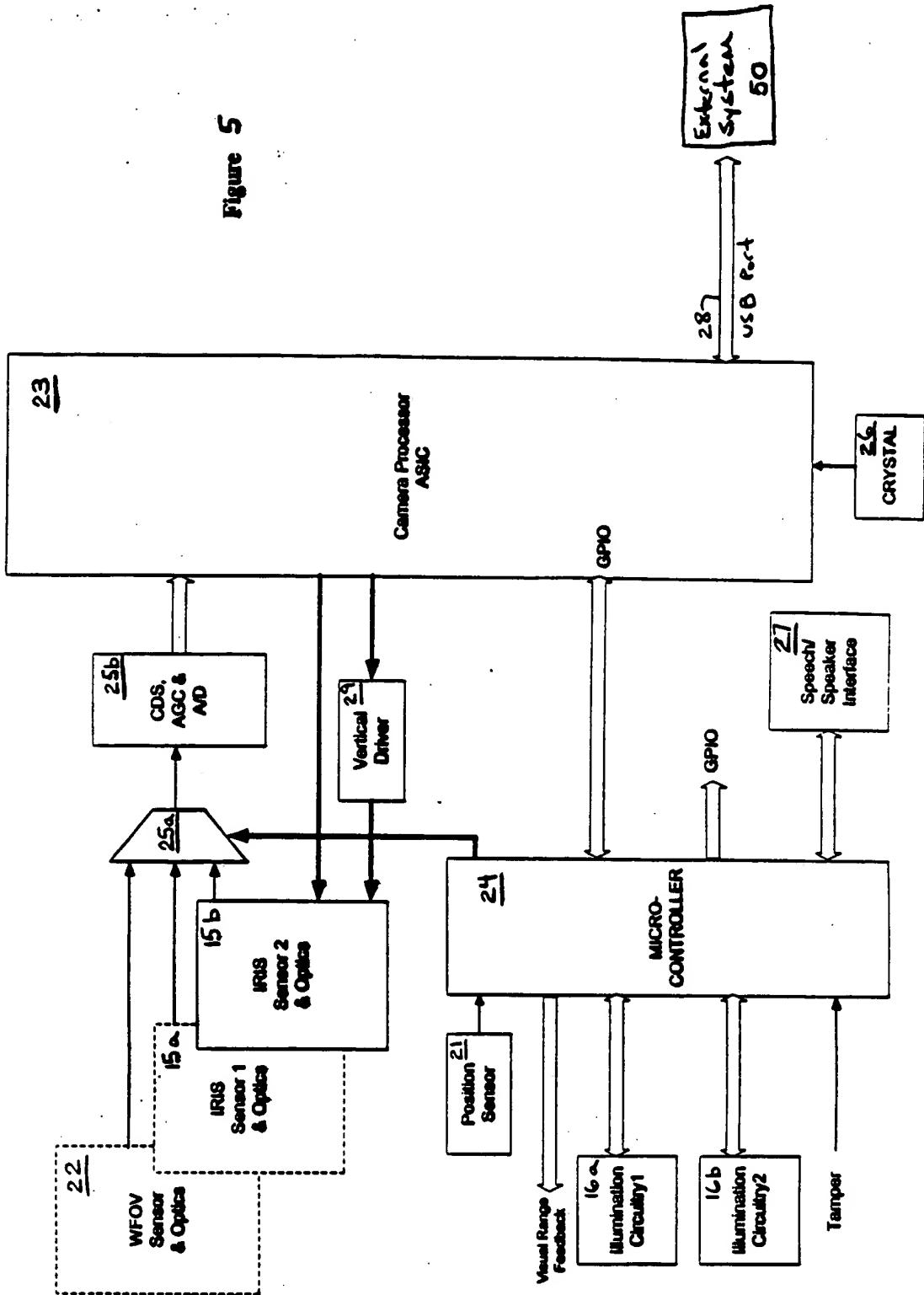


Figure 5



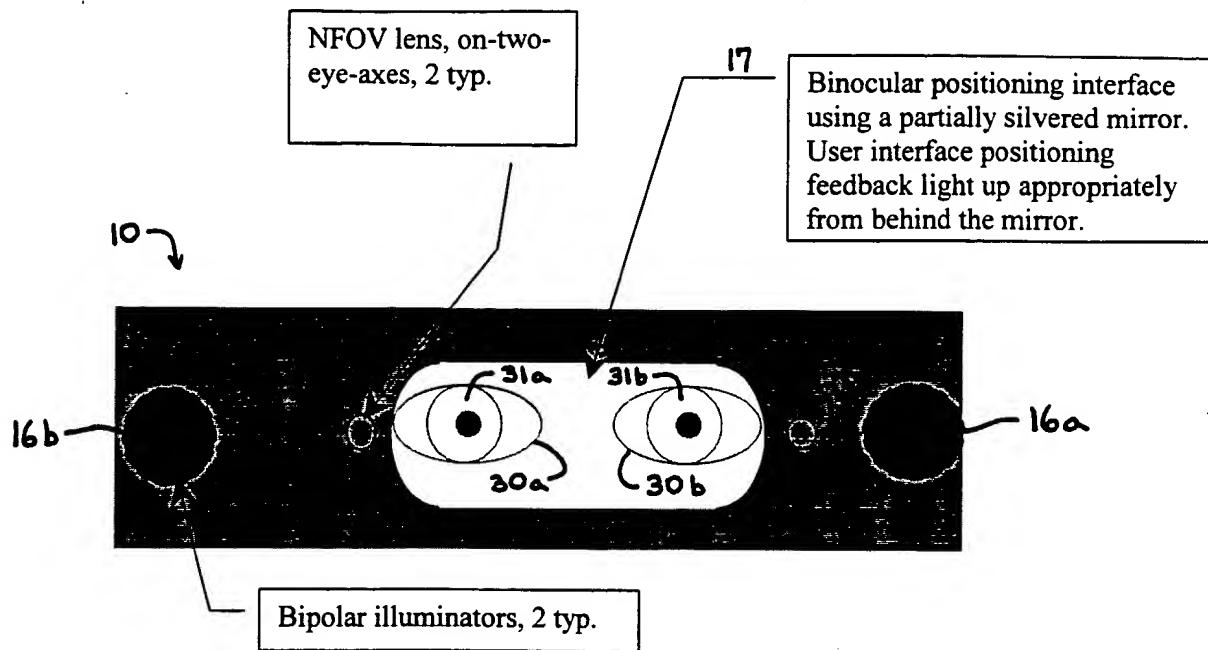


Figure 6A

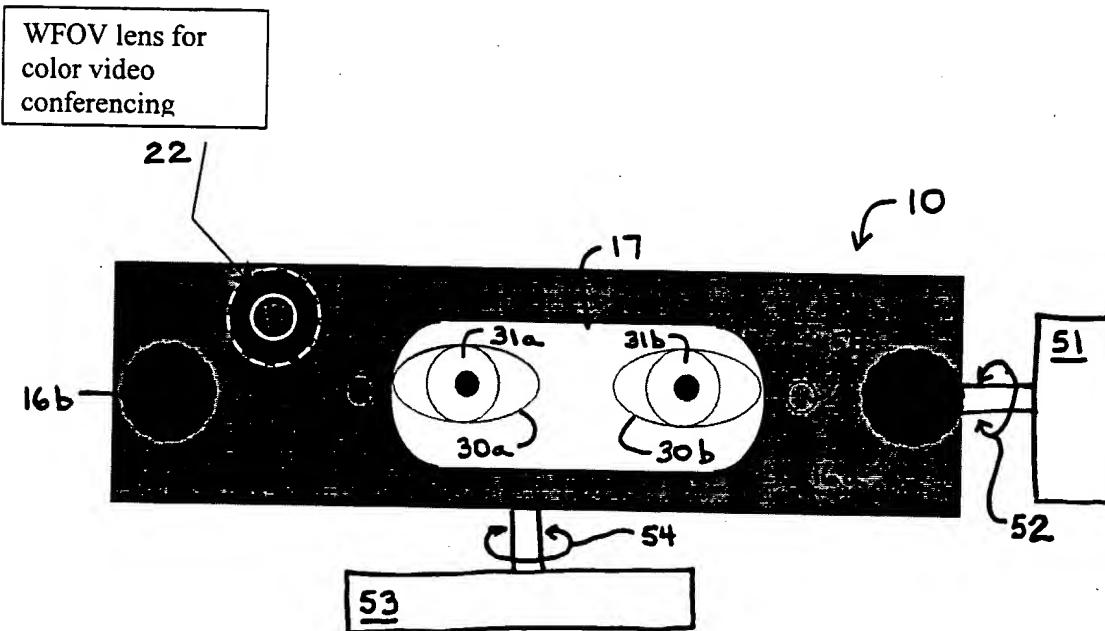


Figure 6B

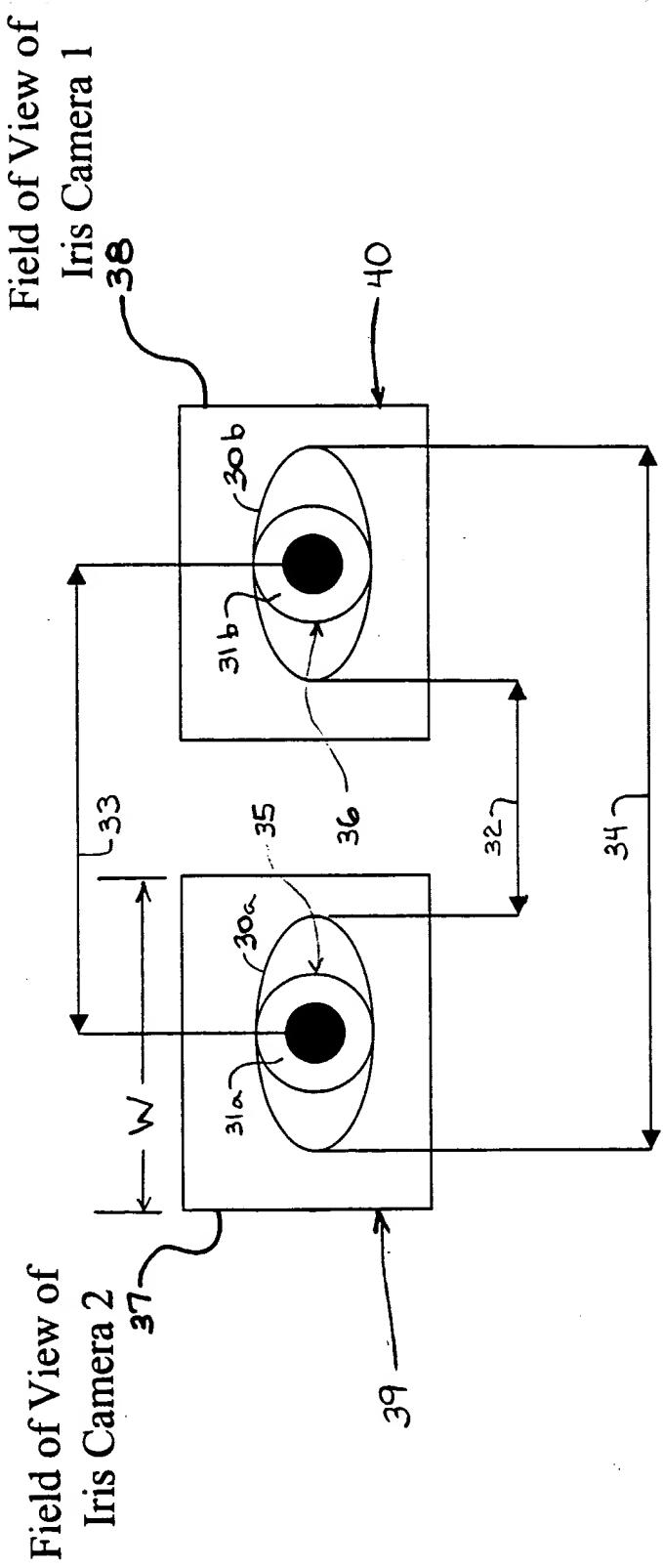


Figure 7A

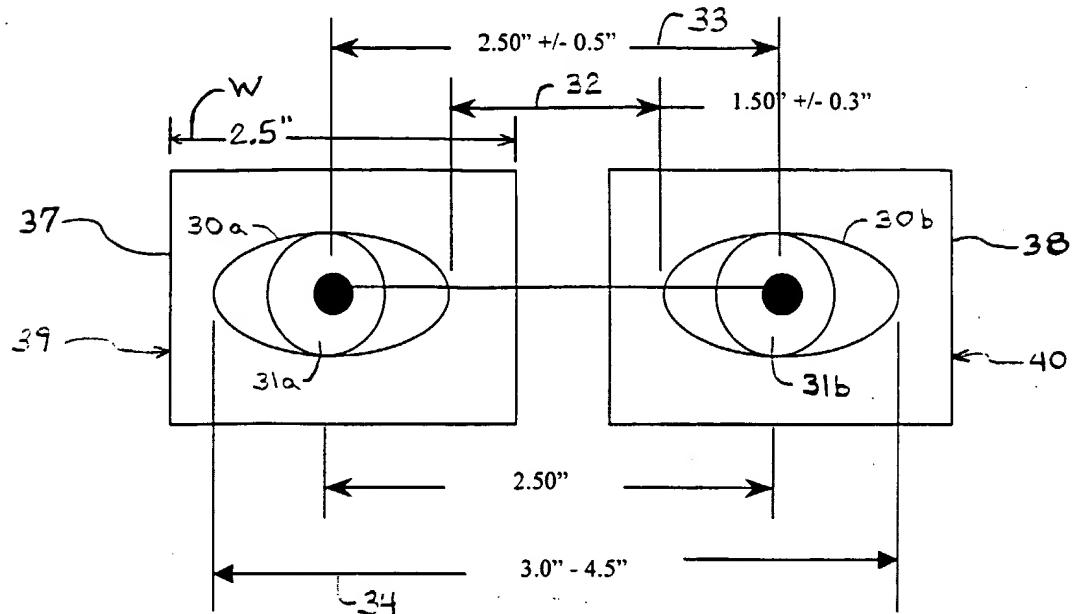


Figure 7B
Eye geometry with two capture areas overlaid for each eye

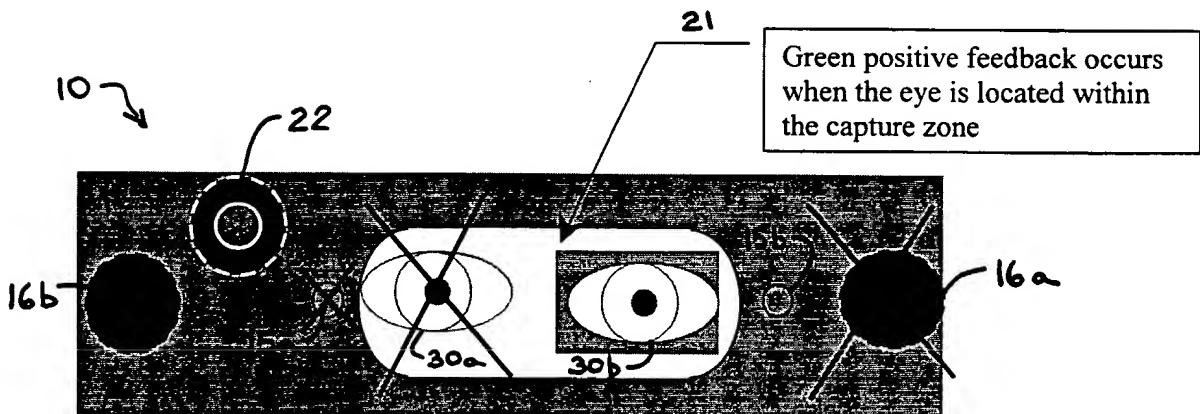


Figure 8

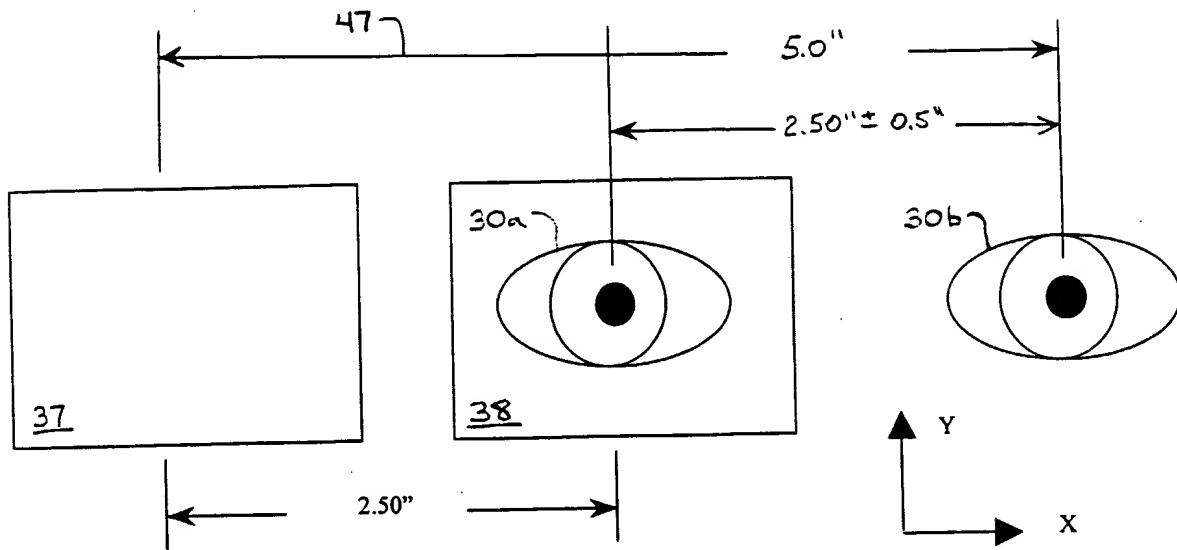


Figure 9
A horizontally offset eye in an image capture situation

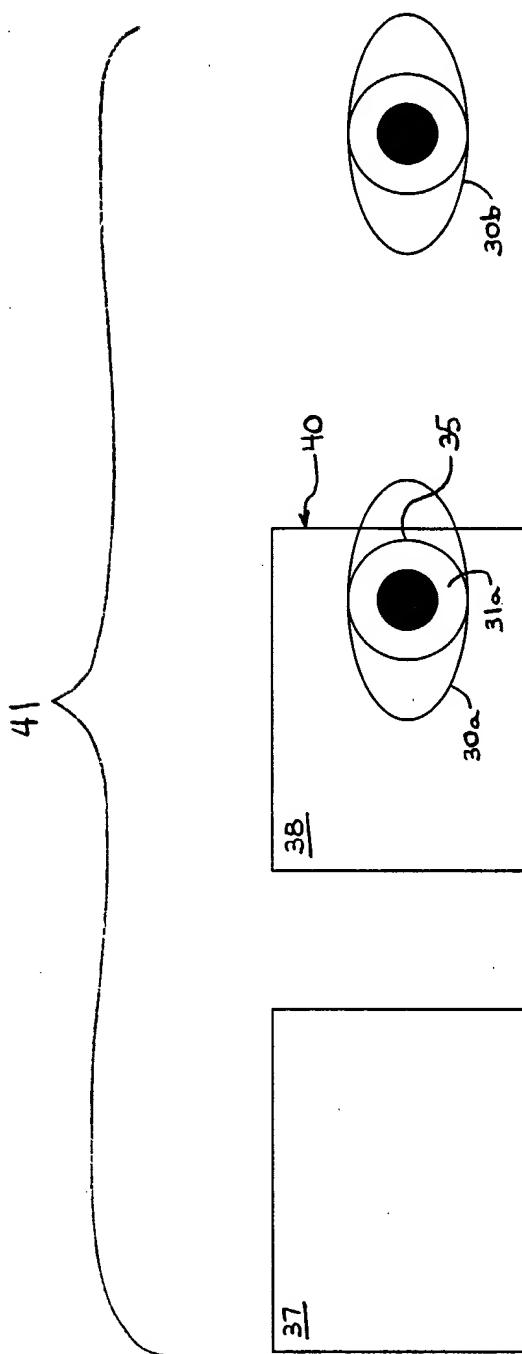


Figure 10A

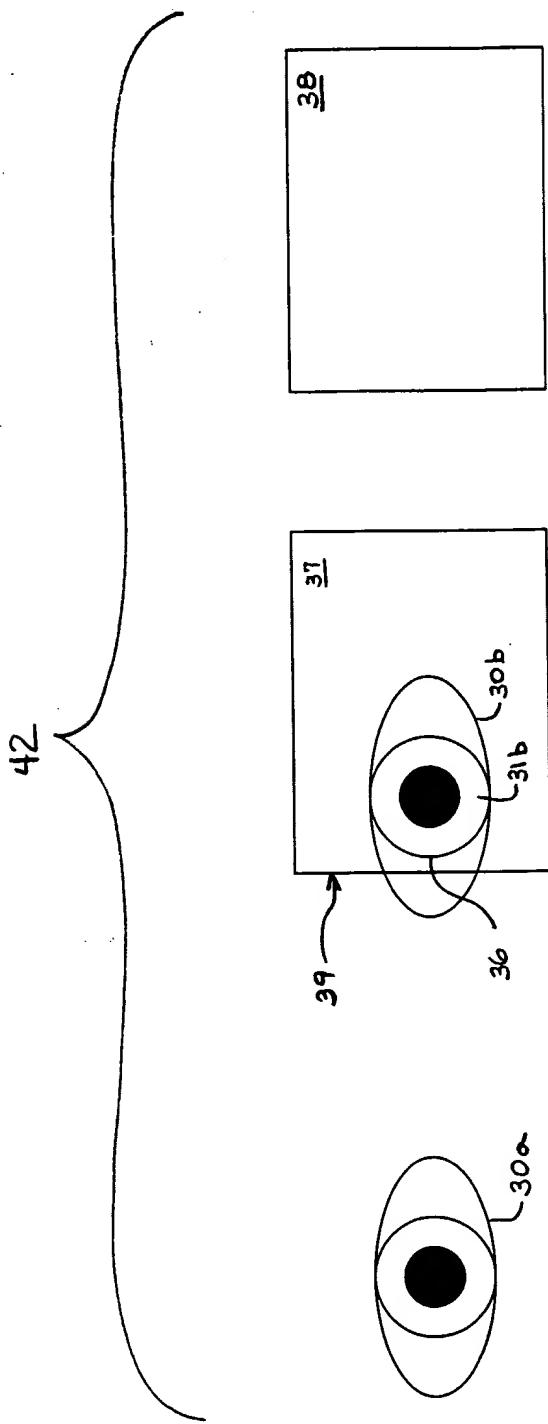


Figure 10B

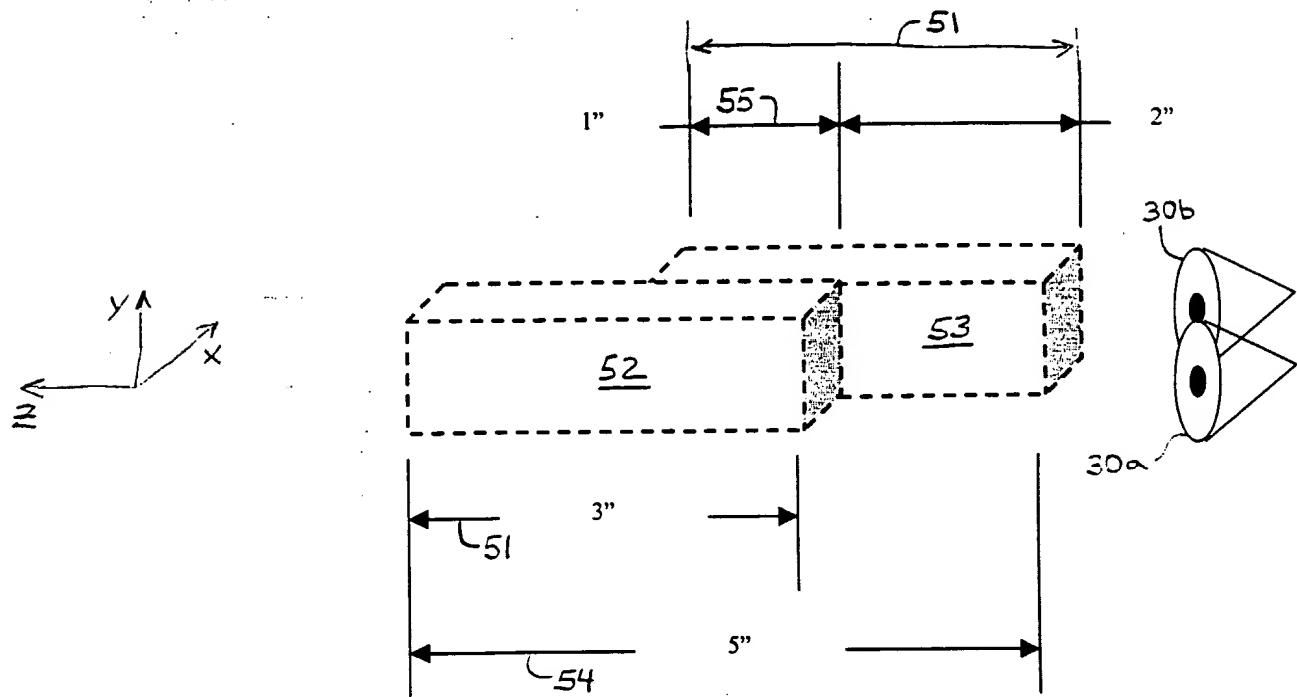


Figure 11
Two non-coincident object distances causing an apparent extension of the Depth of Field

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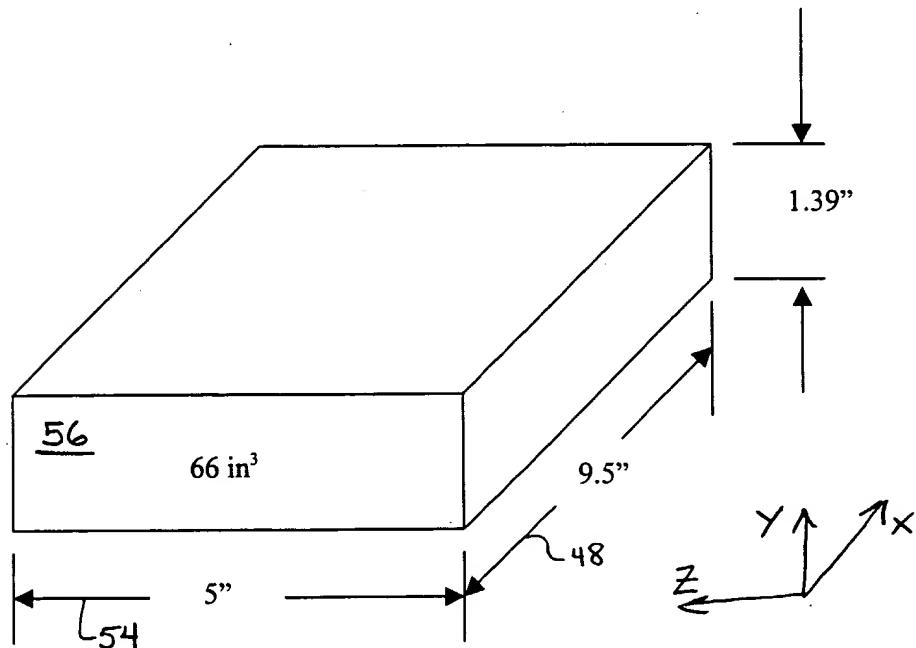


Figure 12
The apparent capture volume created by the capture volumes of Figure 11.

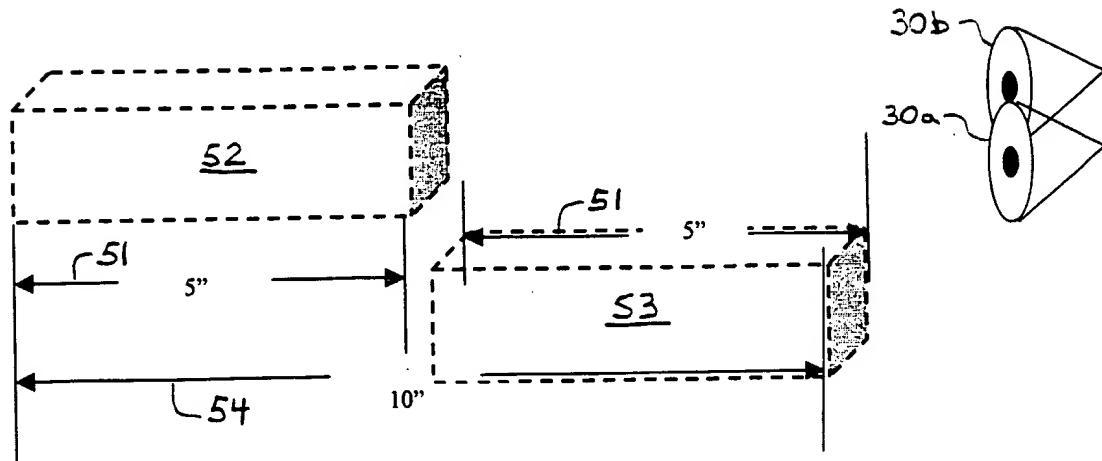


Figure 13
Two non-coincident capture volumes generated by a higher F# from each lens

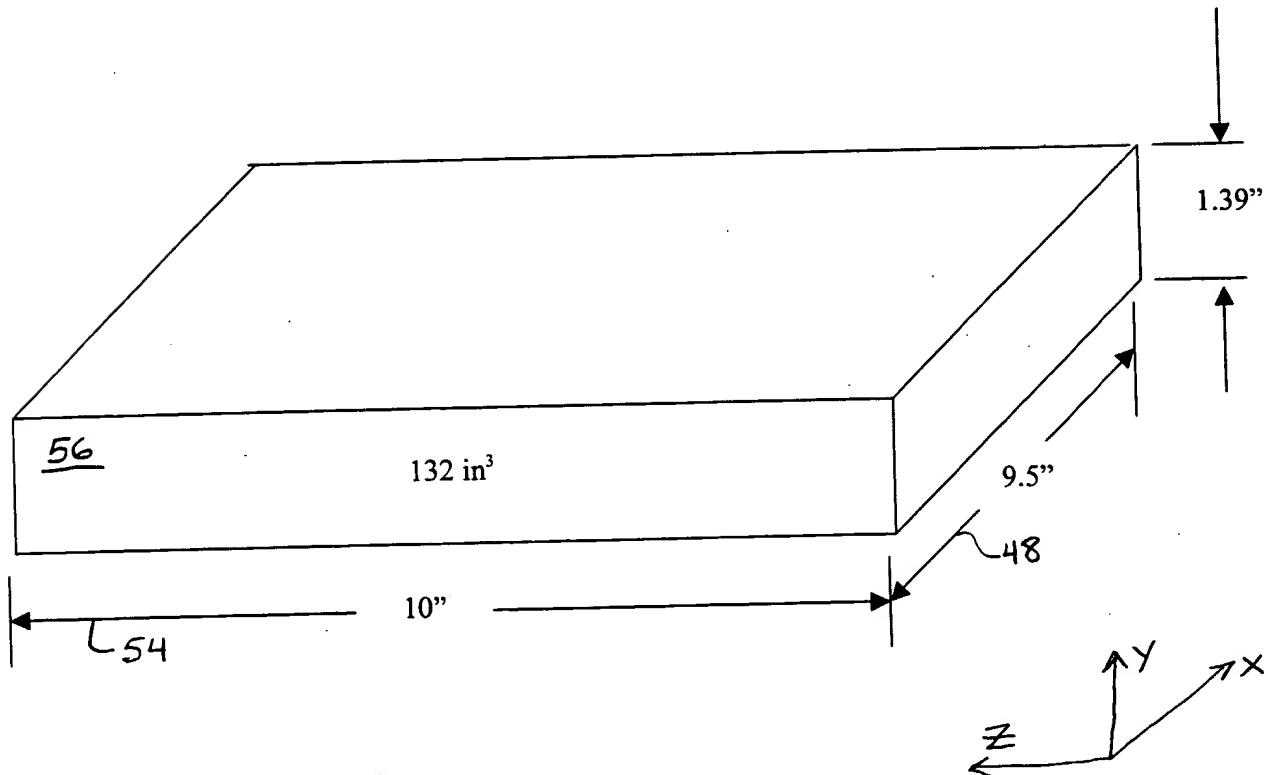


Figure 14
The apparent capture volume created by the capture volumes of Figure 13.

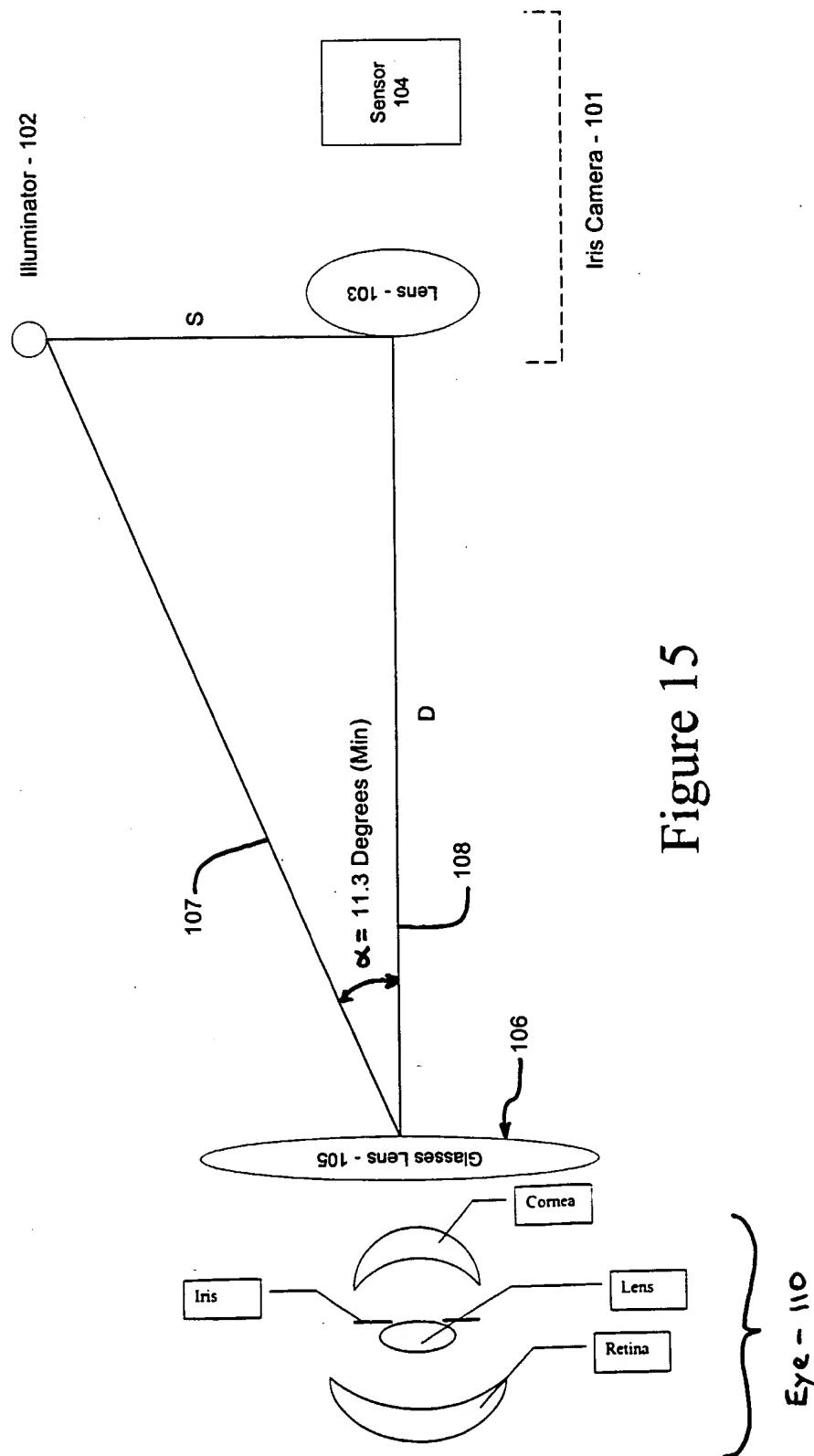


Figure 15

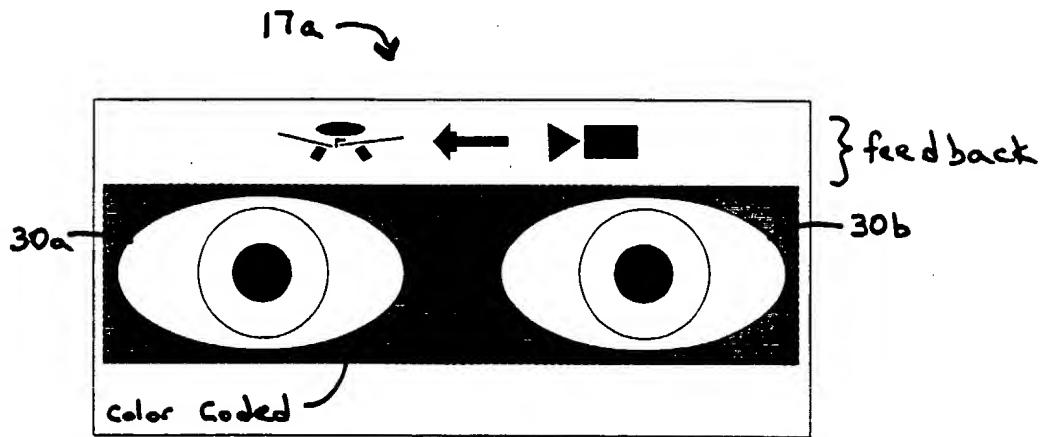


Figure 16: Partially Silvered Mirror Interface with feedback

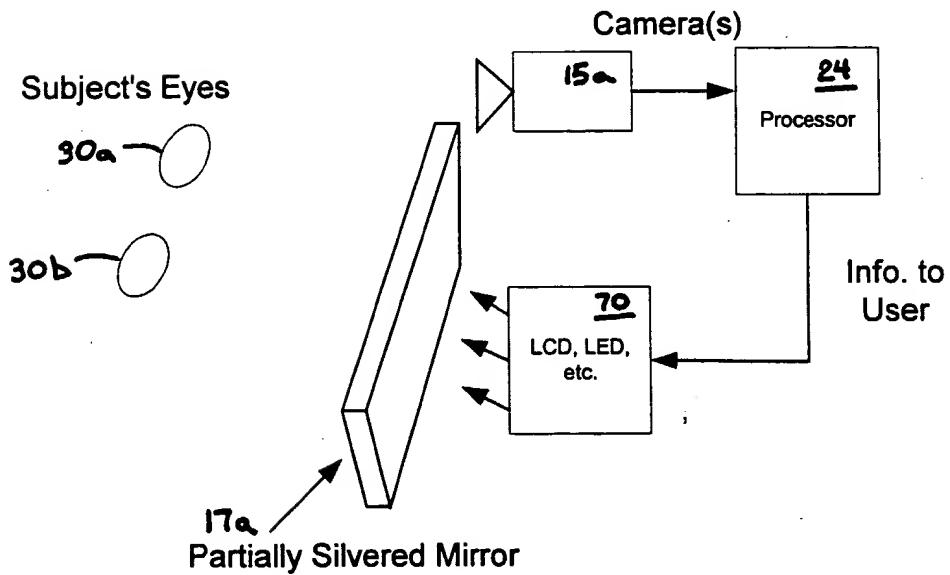


Figure 17: Side view of interface showing backlit interface and subject's eyes

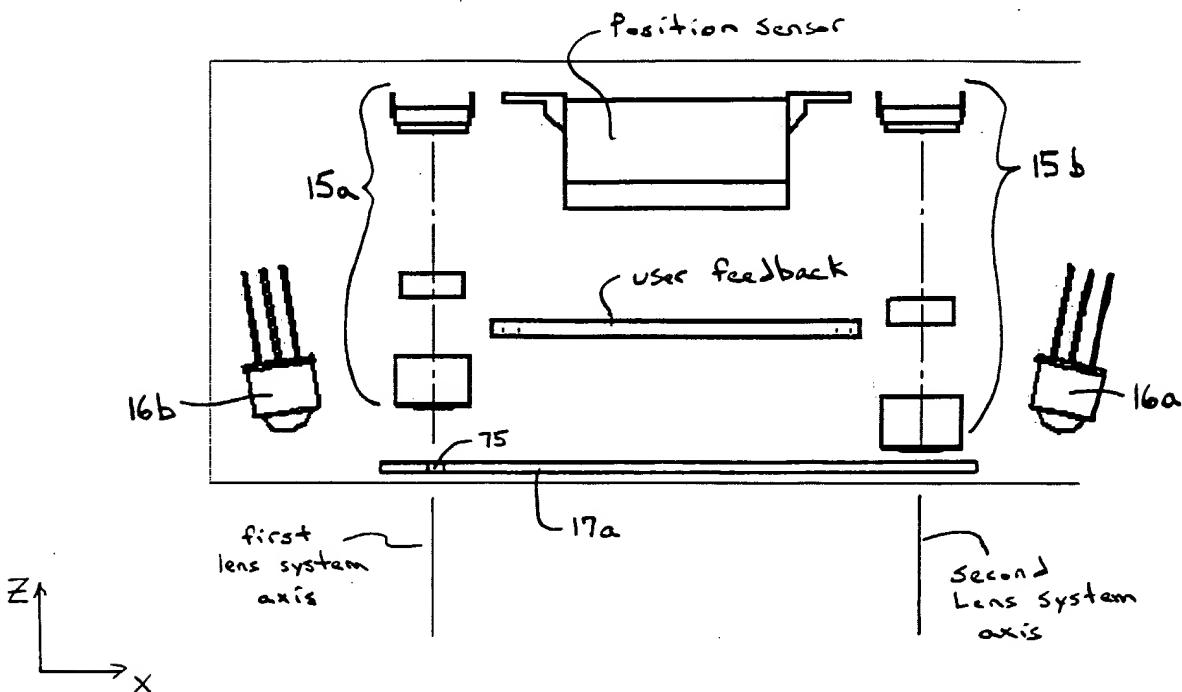


FIGURE 18